How can we live smarter?

Get CREST Discovery Awards





By completing activities in this resource pack, your STEM Club members could get a CREST Discovery Award.

ABOUT CREST

CREST is a scheme that inspires young people to think and behave like scientists and engineers. It is student-led, flexible and trusted. CREST helps young people become independent and reflective learners. With no set timetable, projects can start whenever you want, and take as long as you need.

HOW TO GET YOUR CREST DISCOVERY AWARDS

You can use the activities in this pack to undertake a CREST Discovery Award.

- 1 Learn more about CREST Awards by visiting www.crestawards.org or contact the CREST team on crest@britishscienceassociation.org for advice and support.
- 2 Sign-up for a free account https://my.crestawards.org/
- 3 Select one or two activities that have open investigation potential and encourage extended research and scientific investigation. Projects should be made suitable for CREST Discovery Days. The CREST Discovery Getting Started guide has all the details! Download it from: https://discoverylibrary.crestawards.org/getting-started-guide-discovery/62140325
- 4 We suggest using the other activities to introduce and develop chosen topics.
- 5 Have each student complete a CREST Awards Discovery Passport.
- 6 Log in to your CREST account to submit the student project, pay the entry fee and request certificates. These will be posted to your delivery address.

TAKING THEIR WORK FURTHER

If members want to take activities further, they can work towards a CREST Bronze or Silver Award.

CREST Bronze Awards require around ten hours of enquiry, project-based work, and Silver Awards require thirty hours of work at GCSE or equivalent standard. Using one of the activities for inspiration, they choose a question or topic to investigate.

Guidance on how to run CREST Bronze and Silver Award projects is available on the CREST Awards website www.crestawards.org

How can we live smarter?

The Skills Builder Framework





The Activities and Employability Skills

Each activity within this resource pack has identified the essential employability skills it supports and develops in students. These skills have been mapped to the essential skills identified by the Skills Builder Framework, which breaks down eight essential skills into 16 teachable and measurable steps. Club leaders and teachers can use the activities to promote good practice and enhance each student's individual learning curve. Helping to promote transferable skills key to their education and future employment.

ABOUT THE SKILLS BUILDER PARTNERSHIP

The Skills Builder Partnership brings together educators, employers and skills-building organisations around a common approach to building eight essential skills. Their programmes include training and resources, supporting schools and colleges to embed a rigorous approach to building skills and achieve the Gatsby Benchmarks. As an individual teacher or Club leader, you can freely access a suite of online teaching tools and resources, designed by their team of teachers to build essential skills. The suite includes learning activities, supporting videos, classroom resources, assessment tools and the Skills Builder Framework, which you can use in STEM clubs and classroom teaching.

THE SKILLS BUILDER FRAMEWORK

The Skills Builder Framework breaks down eight essential skills into 16 teachable and measurable steps, providing a common set of expectations and a roadmap for progression. Step 0 is for the least experienced learners and Step 15 represents a highly skilled adult. The Framework can be used by teachers and Club leaders to talk to students about their skill strengths and areas for development and is a useful tool for framing conversations about careers and employability. Focusing student learning through the Framework, enables students to recognise their own essential skill levels and work to master them over time. The Framework can provide a language for students to articulate this progress to helping to develop employability skills and prepare students for future careers.

Skills Builder also provide multiple online assessment tools, including a student self-assessment, student-by-student teacher assessment and class-level formative assessment through the Skills Builder Hub. This means that programmes can be differentiated and focused to meet individual needs.

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The Skills Builder Framework



















EIGHT ESSENTIAL SKILLS

The eight essential skills broadly break down into four domains we know both teachers and employers value.

Communication

- Listening ability to listen and understand information
- Presenting vocal communication of information or ideas

Creative Problem solving

- 3 Problem Solving ability to find a solution to a complex situation or challenge
- 4 Creativity use of imagination and the generation of new ideas

Self-Management

- 5 Staying Positive ability to use tactics to overcome setbacks and achieve goals
- 6 Aiming High ability to set clear, tangible goals and devise a robust route to achieving them

Inter-personal

- Leadership supporting, encouraging and motivating others to achieve a shared goal
- Teamwork working cooperatively with others towards achieving a shared goal

You can find out more about essential skills and the Framework on the Skills Builder website, A https://www.skillsbuilder.org/framework and you can access resources on the Skills Builder Hub A https://www.skillsbuilder.org/hub

You can find additional support and information on careers and employability skills on the STEM Learning Careers pages, https://www.stem.org.uk/stem-careers. You can also download the free Skills Builder toolkit from the STEM Learning website tttps://www.stem.org.uk/rxfum6



Notes





STEM Clubs Programme, led by STEM Learning

Achieving world-leading STEM education for all young people across the UK.

